



Innana's Kiss

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DEMO VERSION

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Author Note

Once more into the breach dear friends! Howdy, good people. I thought I'd take a moment to write my thoughts on Innana's Kiss and how it came about. First I want to thank you for your purchase of this adventure. I hope your gaming group enjoys it as much as mine did.

Once we published Weekend Warriors 12 to Midnight needed a new convention game. We wanted to do another military horror game. We discussed several possibilities, some of which may be done someday, but Innana's Kiss grabbed me and would not let go. I wanted to create a modern military game with the first edition AD&D "Tomb of Horrors" feel. I hoped that Innana's Kiss would prove to be a dangerous dungeon crawl. One that tests the best players and provides them with many surprises along the way.

The most fun can be had when the GM tricks the players. This wily GM does not let the players know its a horror game, but promotes it as a purely modern military adventure. Then when the surprises happen, the players are totally caught up in the drama and horror.

I wanted players to begin with a basic firefight against terrorists. The story then moved to investigate an ancient and bizarre village. Here they find a temple, which leads into the dungeon crawl. Finally they discover that the root of all the horror is an alien! The players' reactions are fun to watch, and every playtest has been a blast.

Heh, unfortunately no playtest group has won the scenario, but all had fun in the attempt. Hence the Tomb of Horrors feel. The first playtest had the entire party except for one poor soldier converted to servants of Innana. The lone survivor made an escape, but with the party on his heels. It was a night to remember for all!

This adventure is meant to be a one-shot game and should NOT be used as a campaign module, as the players may lynch the GM who attempts to do so! This module is a killer. So use the pre-generated characters and have fun with it.

I considered making it easier, but I felt that by doing so I would not be true to the game I had created. The adventure is very linear. That is the constraint created by designing a convention game, which is to be played in four hours.

I would also like to say that while Innana's Kiss is a game that takes place in one of the world's most troubled spots, neither I nor anyone at 12 to Midnight take the sacrifices of the coalition soldiers lightly. Our hearts are with the brave soldiers and those Iraqis working to establish a better, democratic Iraq.

So I dedicate this game to the true heroes of our time--those who stand against oppression, and for freedom.

Peace

Ed WETTERMAN



Section 0: GM Preparation

Introduction

Over 5,000 years ago, the Sumerians believed their gods came to the Earth and took up residence. Sumerians, Akkadians, Assyrians, and Persians worshipped these early gods and goddesses. Then, suddenly, the religion of the Sumerians died. This blood soaked land, conquered by countless invaders has changed rulers many times, but the legends of the Sumerian myths remained to haunt the inhabitants of this land. Warfare and death are their fate, a never-ending cycle of terror and horror, from one regime to the next. But now the Americans have arrived... and things will change. One way or the other, things will change.

Levels

This adventure is a tournament game using pre-generated characters. The characters represent US Army Soldiers. These characters include a Lieutenant (Intelligence Officer), a Sergeant, a Corporal, and several Privates. Their equipment and skills are listed on their character sheets.

Spend some time prior to playing speaking with the players. The purpose of this dialogue is to help you choose appropriate players for the LT and sergeant. Let the rest of the players decide which character they wish to be. The LT Player should have some knowledge of the Iraqi war and maturity would help keep the game and other players moving. The sergeant is important in this aspect also, though the LT has information no other soldier possesses.

GM Notes

Determine who is playing which character, and allow them to place their soldier in the Humvee and Bradley to begin the game. Answer any questions regarding their orders or weapons before play. The party may consist of four to twelve soldiers. One

must be the LT, one the sergeant, and the rest are be enlisted men. A party of four may ride inside a Bradley. If more soldiers play, they have the option of using a Bradley or both the Bradley and Humvee. Give each player the proper handouts with their orders (see *Appendix 3: Player Handouts*). The LT gets his own and the enlisted men share theirs.

Background

Over 5,000 years ago, several Alien beings landed in ancient Sumeria and set themselves up as Gods over the humans populating the area. Every need of these beings were seen to by their human priests, and in return for their obedience, the humans were given “gifts” of civilization. These secrets included working with Bronze, and Cuneiform writing. Over the millenniums since, most of these alien beings, such as Ea, left Earth. However, one has remained, Innana, the Goddess of Life and Death. In reality Innana is a scientist, who has developed methods of stealing the life auras of humanity to prolong her life and to fuel her experiments. These experiments include the creation of new and deadly creatures that serve her.

Since Sargon I conquered Sumeria, every ruler of this land has paid tribute to Innana. This consists of sacrifices made by her Priests at her Temple of “Yemma D. Alaam” (Dark Mother.) The ancients and even the Saddam regime refer to her as the “Al-I-Imran al-Baqarah” or “Bringer of Fire and Hell.” When these sacrifices were not made, Innana allowed her unholy creations to

run loose. They would brought fear and death to the people of the Middle East. When appeased and pleased with the sacrifices, she granted these rulers gifts of technology. Saddam offered sacrifices hoping to receive a gift from Innana, one that would destroy his enemies and allow him to become the new Gilgamesh of Mesopotamia. This weapon awaits him at Innana’s temple, currently hidden in the Room of Sacrifice. The Americans’ swift victory, prevented him from receiving this weapon, though recent in-



Sgt. Baker

All right girls, listen up! I am Sergeant Major Charles Baker and I'll be offering you aid as you work your way through this adventure from Hell. I'll be helping you cupcakes understand military terminology and game rules in various SitReps (Situational Reports-Sidebars) throughout this game. I'm the daddy, and you will listen to what I have to say! Is that understood Soldier? Good!

Section 1: The Village

Firefight

Iraq. Your unit has been here chasing shadows for two months now. Your mission is finding Saddam Hussein Loyalists and his weapons of mass destruction. Most of the people here have welcomed you, some with open arms, and others with bullets and rocket-propelled grenades. Ambushes are common and deadly as the Allied death toll climbs every day. Today, your squad has been assigned a special mission. Locate Fedayeen loyalists in some remote village named Al-Baqarah and destroy them.

Over the last three hours you have rode upon what passes for a road in Northern Iraq. Sand dunes and rocky hills cover the barren landscape. (if only one Bradley is used, read the following and ignore the sentence that follows., "You have ridden far in a Bradley over many miles of desert.") Most of you ride in a Bradley, while others ride shotgun aboard a US Army Hummer. In the distance you spy the village. Not much to look at. Just a few, old, crumbling stone buildings at the base of a rocky plateau.

Suddenly the earth shakes, as the lead Bradley strikes a mine destroying the tracks and some of the interior electronics. Miraculously, none of you were struck, though the vehicle is no longer operational. Dark smoke fills the interior compartment of the Bradley, and gunfire rings out from all around you. You have found the enemy. Now complete your mission.

The initial explosion destroys the Bradley's suspension, bringing it to a halt. Each soldier has radio communications headgear allowing for excellent tactical coordination during this encounter. The smoke is from the burning tracks and some interior wiring and electronics that were damaged in the initial mine explosion. Though there is no threat of further explosion, the smoke affects the soldiers and

might scare them out of the Bradley. If the soldiers do not put on their gas masks the first round, then have them make *Constitution* checks DC 10 at the beginning of the second round. If failed, they spend that round choking and coughing. The *Constitution* check is cumulative for each round exposed DC 10 +1 per round. If they choke for two consecutive rounds, he/she takes 1d6 points of damage.

The terrorist M60 gunner strafes the rear of the Abrams hoping to hit the squad as they dismount. The RPG armed terrorist takes a round to aim his weapon at the Humvee or the Abrams if the Humvee is not used. If more than half of the terrorists are pinned or wounded, they flee in different directions. Do not forget that $\frac{1}{2}$ cover is a +4 cover bonus, and a +2 *Reflex* save, while $\frac{3}{4}$ cover is +7 cover bonus, and a +3 *Reflex* save. See *Vehicle Information* in the Appendix.

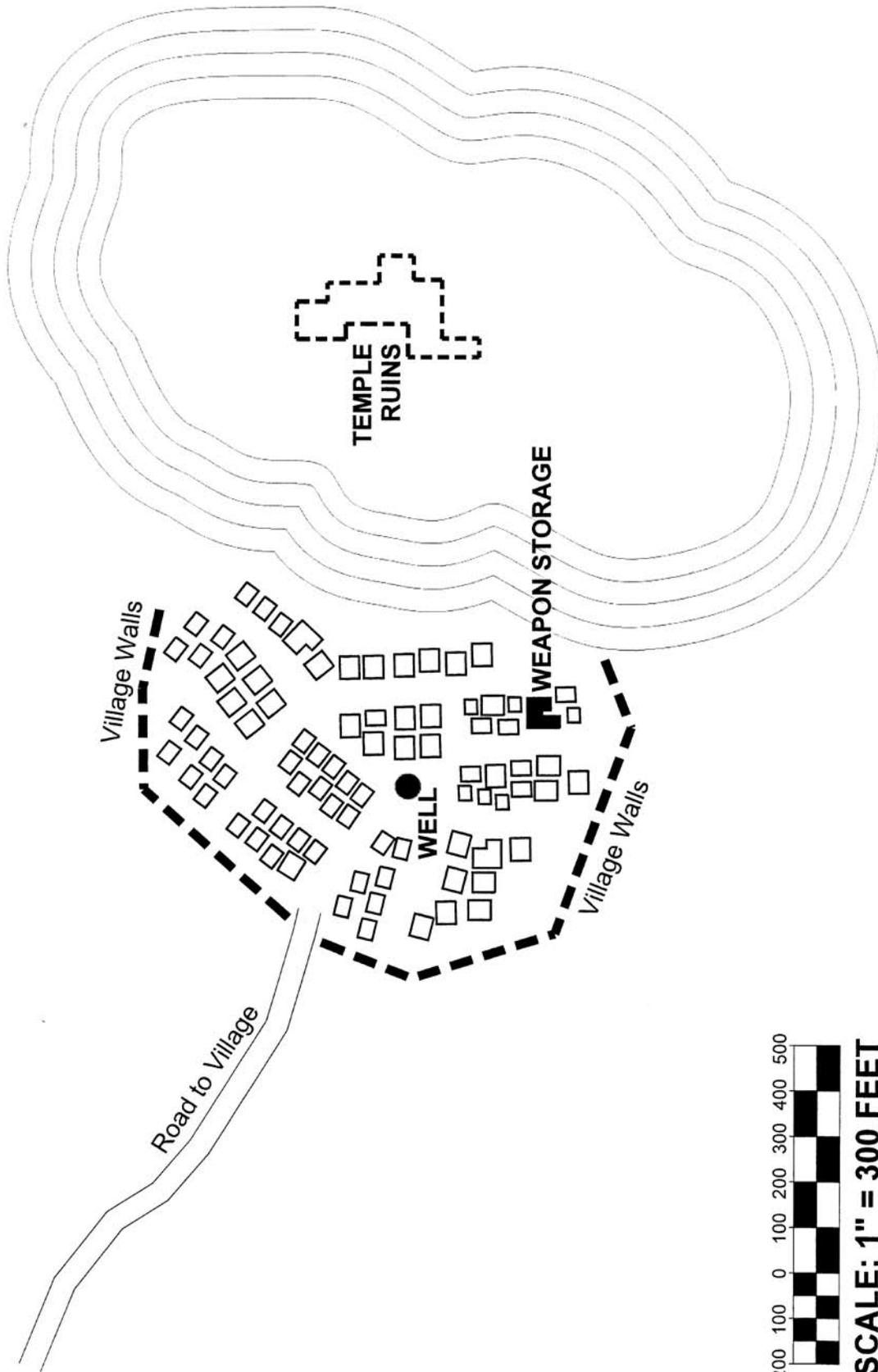
Surprise, Surprise, Surprise



After the first fight, inform any soldier who was killed that he is only unconscious. Be sure to allow Spot checks and Heal checks to see that anyone that suffered a death wound is not only alive, but are quickly regenerating tissue. It is an interesting dilemma for the good guys to decide what to do with the bodies of the slowly regenerating terrorists. If they are left in the desert, in an hour they will be making their way towards the village and will attack the soldiers once more. However, don't be too frightened, if the regenerated ones are killed, then they are permanently gone. For some reason the stabilizing wave only works once. Got it? Good.



Appendix 4: GM Maps

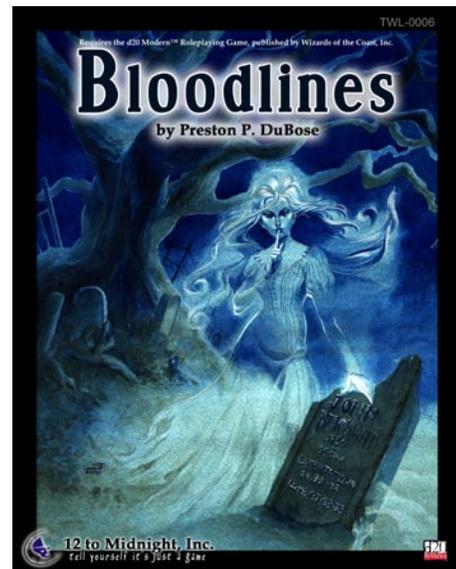
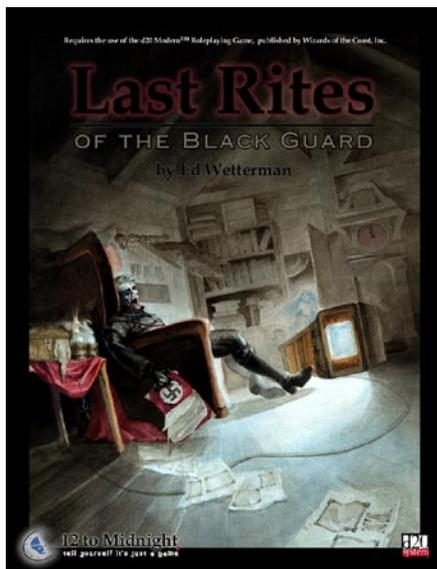


MAP OF AL-BAQARAH

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